



Tim Farmer
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www.chulavistaca.gov/goto/softball

GOLF – SPRING 2011

REGISTRATION DATE:

***WALK-IN**

Anytime during programmed activities (Mon-Fri / 6-10pm)
Mt San Miguel Park
2335 Paseo Veracruz, CV, 91914
Payment by cash, check, VISA, Mastercard, or American Express
NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day available immediately
Payment by VISA, Mastercard, or American Express
<http://www.chulavistaca.gov/goto/sports/>
NEED A VALID EMAIL ADDRESS

FEES:

\$175 Resident team

LEAGUE START DATE:

The Spring 2011 league will begin May 2nd, 2011 at 4:30pm.

NO PLAY DAYS:

We will not have matches on May 30th, for Memorial Day Holiday.

INSURANCE:

Players are responsible for providing their own insurance.

AWARDS:

1. Six awards will be given to the 1st and 2nd place teams.
2. One award will be given to the High Point Average person of the league (minimum of 7 matches played).
3. One award will be given to the Low Score Average person of the league (minimum of 7 matches played).
4. One award will be given to each High Point Average person for each team (excluding the High Point Average for the league – minimum of 7 matches played).

ROSTERS:

<http://www.chulavistaca.gov/goto/sports/> - click on Team Rosters

1. Initial rosters must be turned in or completed online by the **first match**.
2. It is **FULLY** the manager's responsibility to make sure all players on his/her team is officially signed onto the roster.
3. **ALL PLAYERS** must be on our waiver list before they play, or have signed the waiver on the handwritten roster.
5. No additions will be made to the roster after the roster cut-off date of **July 11th**, unless express consent has been given by the Athletics' Office.

TEAMS:

1. Four players constitute a team. For matches, the four will be arranged by handicap - lowest to highest - with the following adjustments:
 - a. Identical Handicaps – Team captain calls the order
 - b. Peoria Players – Team captain calls the order

- c. Forfeits – In the event both teams are forfeiting a position, the forfeits will be placed opposite each other. All other times, the opposing captain will determine where to place the forfeits.

STANDINGS:

1. Standings will be posted online and should be available 2 business days after your game.
2. Team win-loss records will determine standings.
3. Tied matches will be 1/2 win and 1/2 loss.
4. Ties for first or second place at the end of the season will be broken by results of matches played between involved teams during league play.

LINEUPS:

Both teams are responsible for completing the scorecard information and keeping accurate score for both teams.

1. Pick up the scorecards and handicap sheets from the scorekeeper at least 15 minutes prior to tee time.
2. Teams listed second on the schedule are the home team.
3. Pairings (1st & 4th, 2nd & 3rd, etc.) will be determined by the home team.

MATCH:

USGA rules apply unless otherwise specified with in this packet.

1. If a player does not report in, the forfeit shall result in a 0-6 score in favor of the player forfeited to.
2. If a player is late checking in, they may join their foursome at the next tee, with the first hole being a forfeited hole (signified by an "X", and the total score going to the opposing player.
3. If a player does not complete 9 holes, their opponent automatically wins each of the remaining holes plus total score.

TEE PLACEMENT:

1. Men will use the Gold Tees at Eastlake Country Club and Salt Creek Golf Course, and the Blue Tees at Chula Vista Golf Course. Women will use the front tees at all golf courses.
2. Hole #6 at Chula Vista will be played as a Par 4.

GREENS FEES:

Green Fees will vary at each course.

HANDICAPS:

1. All players will begin the season without an assigned handicap
2. Handicaps will be the average of the player's best two of their last three rounds in the league.
3. For handicapping purposes, scores of forfeited or practically forfeited matches will not be considered.
4. All scores over triple bogey will be adjusted to triple bogey when computing handicaps.
5. Players without a handicap will be handicapped using the Peoria System.
6. Two rounds must be played before a player can establish a handicap.
7. The Peoria system will be used for two rounds of a player without an established handicap.
8. A player may not receive more than one stroke per hole, or more than nine strokes per match, regardless of the differences in handicaps.
9. USGA and SCGA handicaps are not recognized in our league.

SCORING:

1. We will play with the "Quad" rule, meaning, the maximum stroke total on any given hole is 4-over par (max of 7 on par 3, max of 8 on par 4, max of 9 on par 5).
2. This rule may change mid-season.

SCORECARD:

1. Both teams are responsible for keeping score.
2. It is the responsibility of both teams to verify scores immediately following each match, and for both teams to have a representative sign each scorecard.
3. ALL cards are to be turned in to the scorekeeper immediately following the match.

WINTER RULES:

1. Lie may be improved from tee to green, excluding hazards (must use club head, no hands, no more than 6", and no closer to the green).
2. All putts must be holed out.

COURTESY RULES:

1. Players, please have consideration for the teams behind you, and be on the tee at your designated starting time.
2. **PLAY READY GOLF!!!!**
3. **PLAY READY GOLF!!!!**

HOW TO PLAY PENALTY SHOTS: SEE NEXT PAGE



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Penalty Shots: How to play and score them

1. Out of Bounds (white stakes) – we see these a lot at Chula Vista, occasionally at Eastlake, and rarely at Salt Creek, but nonetheless, they are there. Since this is a twilight Golf League with time constraints, we play OB shots a little differently (or least have the option to play them differently) than the USGA rule book states.
 - a. If you hit a ball Out of Bounds, you have the option to 1) go back to the spot where your original shot was taken and add a **one-stroke penalty** to your score, or 2) you may drop at the nearest point of relief where your ball went OB for a **two-stroke penalty**.
 - i. Example for Option 1: Player A tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drives back to the tee box and hits his **3rd shot** off the tee.
 - ii. Example for Option 2: Player B tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drops at the point nearest to where his ball went OB and hits his **4th shot**.
 - b. If you think your ball may be OB, please hit a provisional ball in the essence of saving time.
2. Water Hazard (yellow stakes) – if you see water directly in front of you, you will probably see a yellow stake. Here are some options to playing these hazards.
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop anywhere in line with where your original shot was taken and where your ball entered into the hazard, plus add a **one-stroke penalty**. You must keep the hazard between where you hit your next shot and the hole (you must hit OVER the hazard).
3. Lateral Water Hazard (red stakes) – the most common hazard stakes (think the creek at Chula Vista Muni for most of the front nine).
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop two-club lengths from where your ball entered the margin of the hazard, no closer to the hole, and add a **one-stroke penalty**.
 - iii. Drop on the opposite side of the lateral water hazard, equidistant to the hole (no closer to the hole, equal to how far it would have been if you would have dropped your two-club lengths), and add a **one-stroke penalty**.

Registration Form is located on the next page

Golf Registration

Team Name (Mandatory): _____ Manager (Mandatory): _____

Address: _____

City: _____ State: _____ Zip Code: _____

Phone #1 (Mandatory): _____ (cell / home / work) Receive texts: Y ☐ N ☐

Phone #2: _____ (cell / home / work) Receive texts: Y ☐ N ☐

Email Address (Mandatory): _____

**STAFF USE
ONLY**

DATE REGISTERED: _____ CHECK # _____ \$ _____ (CASH/CHECK) _____ (CC)